

Score by Mathias Reumert

		AUDIENCE ("NORTH")	
	"WEST" Table at stage left	CENTER Landline telephone Tall table w/ toaster	Table at stage right. Piano at far "EAST"
BEGINNING	<p>Performer 1 [P1]: stand still behind table. Put empty cocktail shaker on table. Quietly pick up bin. Study it.</p> <p>Take off lid with slight force, creating a ringing metal sound. <i>Klingen lassen.</i></p> <p>Left hand: put down lid, grab plastic bag with popcorn maize, make the plastic squeek softly. Then pick up the bag of maize while continuing the squeeking sound. Pour maize into cocktail shaker.</p> <p>Smell the maize. Slowly make eye contact with P2. Put lid on.</p> <p>Throw cocktail shaker to P2 while simultaneously catching his/her coffee bin.</p> <p>UNISON: shake. freeze. shake. freeze... <i>accelerando</i> to continuous sound, then put coffee bin on table, fixing gaze at audience.</p> <p>Put on table: transistor radio (in south west corner), coffee grinder, empty transparent bin with a piece of toast bread inside, yellow rubber duck. Feed duck a bread crumb. Place bread at north-west corner (from performer's point of view) of table.</p> <p>Reposition coffee grinder to center of table, with transparent bin and coffee bin at either side of it.</p> <p>Make transparent bin and coffee bin swap places in one quick motion. Stop. Repeat ad lib.</p> <p>Freeze.</p>		<p><i>Turn on pre-oiled popcorn machine, no maize inside.</i></p> <p>Performer 2 [P2]: stand still behind table. Put 1/4 filled coffee bean bin on table. Lightly scrub bottom of bin against the table in circles, starting <i>slow/pianissimo</i>, gradually going faster. Crescendo up to <i>mezzo-piano</i>, then lift bin up from table.</p> <p>Take off lid. Freeze.</p> <p>Make small swirling motion with bin, the beans inside creating a soft sound.</p> <p>Smell the beans. Slowly make eye contact with P1. Put lid on.</p> <p>Throw coffee bin to P1 while simultaneously catching his cocktail shaker.</p> <p>UNISON: shake. freeze. shake. freeze... <i>accelerando</i> to continuous sound, then put cocktail shaker on table, fixing gaze at audience.</p> <p>Put on table: blender, popcorn maker machine, candle, sodastream machine.</p> <p>Press sodastream button once...</p> <p>...twice... continue until...</p> <p>CUE ...soda machine buzzes. Freeze.</p>

<p>First radio turned on</p>	<p>Shake coffee bean bin, pour beans in grinder, grind, pour over in transparent bin, then back in coffee bin. Put lids back on both coffee bin and the grinder.</p>		<p>CUE Release soda into container. Take off popcorn lid, shake cocktail shaker, pour maize into popcorn machine, put lid back on machine, place transistor radio at north east corner of table and turn it on. Press phone trigger pedal and walk.</p>
<p>Phone rings</p>	<p>Fire up zippo lighter. Walk.</p>	<p>Pick up phone. Hang up. Walk.</p>	
<p>Music box starts</p>	<p>Put glass and music box on table (let it play). Walk clockwise around table. Notice the toast bread and take it. Walk.</p> <p>Open beer can. Take a sip.</p> <p>Place beer can on table with slight force, making it foam. Take salt mill, grind it above beer can. Take knife and sharpener.</p> <p>Sharpen knife until cue from P2.</p>	<p>P2: Put bread in toaster. P1: Close lid on zippo with a visible gesture, then put zippo in pocket.</p> <p>Put vase on small table.</p>	<p>Continue walking counter-clockwise around table. Light candle. Walk back on audiences' side of the tables.</p> <p>Take vase.</p> <p>Stare at lit candle. Put it out with fire extinguisher.</p> <p>Place front desk bell and some grapes on table. Eat a grape.</p>
	<p>Catch grape in mouth.</p>		<p>CUE Ring table bell. Throw grape to P1.</p>
<p>Second radio turned on</p>	<p>Put sharpener away. Put cucumber at east part of table. Cut one slice, then cut this into small pieces.</p> <p>P1: Turn body towards the radio at south west corner. Turn radio on, search for a channel. P2: vacuum small pieces of cucumber, then walk back.</p> <p>Notice the missing pieces of cucumber. Take knife and follow P2 resolutely while pressing telephone foot pedal trigger.</p>		<p>Smash grapes on table with meat hammer, then put the grapes into blender (leaving the lid off).</p> <p>Take handheld vacuum cleaner, walk.</p>
<p>Phone rings</p>		<p>Stop to pick up ringing phone. Hang up and continue walking.</p>	
		<p>Water the flowers.</p> <p>Eye contact with P1.</p>	<p>P1: Put knife on table. Take glass and place on table. P2: take watering can, walk to center stage.</p> <p>Take handheld soda siphon, spray water into glass. Make a mess, but eventually hit the glass.</p> <p>Eye contact with P2.</p> <p>Walk with handheld soda siphon.</p>
	<p>Steady quarter note sequence: [P2 soda buzz], spray water into glass, [P2], press down on grinder, [P2], grind salt above glass, [P2], holding rubber duck above large water container at floor: press sound out of duck and let it drop down into water.</p> <p>UNISON: pick up glass and take sip of water.</p> <p>Take vintage LP rack holder. Facing west, throw 3 records. Take beer can and coffee bin and walk.</p>		<p>Steady quarter note sequence: soda buzz, [P1 sprays water into glass], ring bell, [P1], press trigger on fun flapper bug gun, [P1], activate blender (briefly), [P1], release soda.</p> <p>UNISON: pick up glass and take sip of water.</p> <p>Brush teeth. Walk</p>

P2 brushes P1's teeth.

cut cucumber with knife

put cucumber on table, keep holding it

cut cucumber with knife →

put cucumber down on the cut side; a fallos

drag the knife's blade along table, tidying up the cut pieces of cucumber

lay knife flat on table

put cucumber down on the cut side; a fallos

drag the knife's blade along table, tidying up the cut pieces of cucumber

lay knife flat on table

Take champagne bottle. Shake it.

Take garden scissors.

Phone rings

Press phone trigger pedal.

Cut flowers. Pick up phone and hang up.

Play cluster chord with lower arms on the piano, *fortissimo*.

CUE Pop champagne, then put bottle on table. Walk, step on toast machine trigger pedal.

P2: catch toast in mid-flight. P1: take can and pour beer into the vase.

Whilst pouring beer, light up a cigarette (using the zippo).

Put bread in blender. Make the popcorn accessible (by taking the tray out of the machine or whichever way the machine works). Take cigarette out of mouth of P1 and put it into water-filled glass.

Insert empty beer can into "Robug"

Take bath in popcorn while eating as many as possible.

Place Robug on table, turn it on.

Pour the remaining popcorn into blender.

While repositioning items that are in the Robug's way as it crawls across the table, repeat parts of the quarter note sequence from earlier - but now in free tempo: spray water into glass, press down on grinder, grind salt above glass. And then pick up the SECOND rubber duck, pressing sound out of it while placing it at north east corner of table.

Non-synced sequence: soda buzz, ring bell, honk car horn, activate blender (briefly), [P1], release soda.

Crash pot lids together above your head, then immediately slam them to the ground (they must hit the ground simultaneously). [Then P2 slams piano lid].

Steady quarter note sequence: [P1], [P1], close piano lid with force. Walk.

Grab salt mill and champagne bottle, take a sip of champagne, walk.

Pick up a piece of flower.

Fast sequence: P2 puts flower into blender. P1 grinds salt mill above blender, then walks clockwise around the table. P2 puts lid on blender, activates it, and leaves while pressing phone trigger pedal. P1 turns off radio while walking.

First radio turned off

Take phone, hang up. Place shot glasses in front of telephone.

While passing the blender, place champagne upside down into the hole of the blender lid. Keep walking.

Phone rings

Grab bottom of champagne and jerk it up so as to give blender lid a free flight.

<p>Second radio turned off</p>	<p>Take funnel sieve. Turn off radio. Keep walking: counter-clockwise around table. If Robug has fallen off the table, kill it by stepping on it (or turn it off in another manner).</p>		<p>Pour contents of blender into watering can. Press phone trigger pedal.</p>
<p>Phone rings</p>		<p>P1 holds funnel sieve over each shot glass, following the motion of P2. P2 pours the contents of the watering can into the funnel sieve while at the same time picking and hanging up the phone.</p> <p>UNISON: P2 puts watering can at stage right table, and P1 simultaneously puts funnel sieve at stage left table (covering the body of the second rubber duck).</p> <p>UNISON: each player picks up a filled shot glass, positions it in front of mouth, and empties it.</p> <p>UNISON "Aaaaaahh".</p>	
<p>Music box stops END.</p>			